



**The Gathering 2010
Trackmania
Information and Rule-set**



Tournament structure

The tournament structure will consist of 8 groups of 4 players (32 players) starting off in a winners bracket. All matches will be played out in 1v1v1v1 cup mode. The first and second ranked players in each match proceeds in upper bracket while the third and fourth ranked players get knocked down to a lower bracket. If you lose in the lower bracket you are out of the tournament.

The two top finishers of the winner's bracket final (WB-final) will face the two top finishers of the consolation final (LB-final) in the Grand Final.

Qualification

8 players get direct invite.

8 players qualify in BYOC qualifier. (Attendants at TG10)

16 players qualify in 4 online qualifiers. (4x4)

Seeding

The direct invites will get one group each. The 16 online qualifiers will be seeded into the brackets as soon as their qualifiers are over. The BYOC-qualified players will be seeded into the groups. The group structure will then be 1 invited player, 1 BYOC and 2 online qualified players.

Prize purse & the tournament prize system

The prize purse and the tournament prize system will be announced on www.gathering.org.



TRACKMANIA RULESET

1. Admins

The lead admin of the TrackMania compo at The Gathering 2010 (hereafter only referenced as TG10) will be Erlend "Beasty" Olsen, who will be constantly assisted by referees. Main chief of all tournaments at TG10 will be Thomas "th0" Husbyn, who has the final say on all disputes. Co-chiefs may also make decisions on the chief-admins behalf.

Decisions made by admins and referees are not disputable. The only exception is described in §10.4.

2. General rules and regulations

2.1 The software used is "TrackMania Nations Forever" for PC. The newest possible patch of TMNF will apply.

2.2 It is a group-based tournament. The tournament will feature a 32-player layout with 8 groups of 4 players in each group. All matches will be played out in 1v1v1v1 Cup-Mode.

2.3 Each player is responsible for him/her self and will be responsible for all communication with the admin and referees. A team manager may make decisions on a player's behalf with the players consent.

2.4 Each player is responsible for following the tournament schedule. Matches will not be delayed due to missing players!

2.5 Each player must use the same name during the entire tournament.

2.6 Each person attending the tournament must have read and accepted these regulations. Ignoring it cannot be a reason put forward in case of an issue.

3. Settings and ingame rules

- Visual: free choice
- Audio: free choice

3.1 If a player encounters problems during the match such as padbugs, server, game-engine or computers issues, he should immediately alert a referee. After end of current ingame-round, the referee will then call a timeout and respond to the issue at hand to the best of his ability. After the issue has been resolved, the referee will make sure that all players are ready before he signals "LIVE - race on".

3.2 Timeout may *only* be called by a referee and is completely under the referee's discretion alone to call. Players may be penalized for calling a timeout without proper reason.



4. Game configuration

4.1 Detail level: free choice

4.2 Minimum opponents: free choice

4.3 Controller settings: free choice

4.4 Config-tweaking beyond these options is not allowed. Changes leading to an unbalanced gameplay will be penalized. Consult referees if you wish to alter other options than the ones included in §4.

5. The eSorts arena

5.1 The eSports arena is only open on specific match times according to the program.

5.2 Players and managers may not leave their area during matches.

5.3 When a match is over players and managers have to wait for a referee to confirm the result.

5.4 Only upon the acceptance of a referee, may players and managers leave the eSports arena and only if the exit is made in a polite and respective manner towards the other players still playing.

6. Match and warm up

Every match has 10 minutes of warm up time. The warm up time can be used to warm up ingame, tweak settings and install & configure hardware. No player will be granted more time than the 10 minutes set aside for preparation except at a referee's discretion.

7. Computer and hardware failures

Players are responsible for any software or hardware that is not installed or provided by TG10. The Event:Game crew is responsible for software and hardware provided by TG10.

8. Server, network or electrical failure

8.1 If the connection between players is interrupted during a match, the players pause until everyone are connected and then play the remaining laps of the match. Points after disconnect will be counted by referees or admins.

8.2 A failure causing the server or connection for all players to be reset will result in restart of the map played at time of the failure.

8.3 A player causing intentional failures are banned from the match and given a default last position. (e.g. deliberate restart of the PC, deliberate disconnecting from the game etc.)

9. Fair-play

9.1 It is forbidden to insult, abuse or manhandle a player, referee or admin, or do damage to others property.

9.2 It will NOT be tolerated that players help teammates or friends gain an advantage by deliberately driving slow or stop at the finish line resulting in the teammate/friend gaining a point advantage. This is cheating and will be punished.

9.3 It is forbidden to do damage to the property of "The Gathering" and its partners

9.4 DO NOT HONK THE HORN REPEATEDLY DURING THE MATCH. This is considered outside of fair-play and will be punished.

In order to secure a pleasant course of a match, we encourage all players to show a sportsmanlike and fair conduct.



10. Penalties and disqualification

10.1 If rules are broken, referees can in unison with the tournament admin apply penalties according to their judgment.

10.2 Penalties that can be applied are the following;

- warning
- round penalty (the player may not finish the next round)
- match penalty (the player places last in the match by default)
- banning a player/team from the eSports-area
- disqualification of a player/team from the entire tournament
- penalties may vary depending on the violation and the ruling of the referee and admins

10.3 Disqualifications are applied by the tournament admin and the Event:Game managers of TG10 in unison. This will void all rights of the player to participate further in the tournament, and also to use the facilities provided by the Event:Game crew.

10.4 Players may only appeal a penalty to the main admins if they possess evidence that clearly contradicts complaints/reasons put fourth leading to a punishment.

11. Matchrules

Map-cycle will be set to random in all matches.

There will be 2 warm-up rounds on each mapchange.

Players are responsible for taking screenshots at mapchange and end of map.

11.1 Early stages – 32 players: Cup mode, Maxpoints 100, Maxrounds 5

11.2 Playoffs – final 16 (UpperBracket/LowerBracket/Consolation -finals): Cup Mode, Maxpoints 120, Maxrounds 5

11.3 Grand final: Cup Mode, Maxpoints 120, Maxrounds 5. The winners of WB-final both get a ten (10) point advantage each in the Grand Final.

11.4 Settings will be at the admins discretion. The goal is to have the most entertaining matches possible and to get the most action out of the time-schedule. Adjustments of maxpoints, maxrounds and pointsystem -settings may occur at any point in the tournament.

11.5 Pointsystem

10 points for a first place finish

8 points for a second place finish

6 points for a third place finish

4 points for a fourth place finish

11.6 No show = last place finish.

12. Reporting the result

All results must be reported to the respective referee or admin right after the match. All players must be able to provide screenshots of the final score. Players must sign off on the scoresheets provided by the referees or admin before leaving their computer.

13. Gear, drivers and configs

Players are allowed to bring their own mouse, gamepad, headset and keyboard, as well as drivers and config files etc. All PC's will be open for configuration and can easily be reset to a fresh install.

13.1 It is the players own responsibility that his or her driver works for an eventual gamepad.



Notifications!

These rules are the only rules to be used at the TrackMania-tournament organized by The Gathering - Event:Game crew, no other rules are valid than those officially announced here in this document.

All prizewinners are required to show up for prize-ceremonies, photo-sessions and interviews put forth by the organizers of TG10. Failure to participate in these events will have economic consequences for the prize-winners.

These rules are subject to change at any time. Updates will be informed to the players.